

1 **In the Claims**

2 Claims 15-31 were previously canceled.

3 Claims 32-48 were previously added.

4 Claims 1-14 and 32-43 are amended.

5 Claims 1-14 and 32-48 remain in the application and are listed as follows:

6
7 1. (Currently Amended) One or more computer-readable media
8 embodying a A software object for use in a media processing filter graph, the
9 ~~interface~~ software object comprising:

10 an input, coupled to a media source, to receive content from the media
11 source; and

12 a dynamically determined plurality of outputs, each responsive to the input
13 and coupled to a source processing chain, to provide each of the source processing
14 chains with media content requested from a single instance of the media source in
15 accordance with a user defined media processing project, wherein said object is
16 configured to reuse the media source by providing disparate source clips from said
17 single instance.

18
19 2. (Currently Amended) The one or more computer-readable media of
20 ~~A software object according to~~ claim 1, wherein the software object alleviates
21 each source processing chain from opening an independent instance of the source.

22
23 3. (Currently Amended) The one or more computer-readable media of
24 ~~A software object according to~~ claim 1, wherein the number of outputs are
25

1 dynamically determined by the number of independent processing chains required
2 to process media content from the media source.

3
4 4. (Currently Amended) The one or more computer-readable media of
5 ~~A software object according to~~ claim 1, wherein the source processing chains are
6 comprised of filter graph filters which uniquely transform the media content in
7 some way.

8
9 5. (Currently Amended) The one or more computer-readable media of
10 ~~A software object according to~~ claim 1, wherein the object receives requests for
11 media content from one or more of the source processing chains and satisfies said
12 requests.

13
14 6. (Currently Amended) The one or more computer-readable media of
15 ~~A software object according to~~ claim 5, wherein the object issues seek commands
16 to the media source to satisfy the request(s) for media content.

17
18 7. (Currently Amended) The one or more computer-readable media of
19 ~~A software object according to~~ claim 5, wherein the object serializes simultaneous
20 requests for media from the source received from multiple source chains.

21
22 8. (Currently Amended) The one or more computer-readable media of
23 ~~A software object according to~~ claim 7, wherein the interface object prioritizes the
24 serialized requests based, at least in part, on a relative project time of each of the
25 requested clips.

1
2 9. (Currently Amended) The one or more computer-readable media of
3 ~~A software object according to~~ claim 6, wherein the object receives request for
4 media content from a user through a higher-level application, and issues a seek
5 command to satisfy the request.
6

7 10. (Currently Amended) The one or more computer-readable media of
8 ~~A software object according to~~ claim 1, wherein multiple objects are invoked and
9 coupled to an associated multiple instances of source filters to satisfy multiple
10 simultaneous requests for content from the sources.
11

12 11. (Currently Amended) The one or more computer-readable media of
13 ~~A software object according to~~ claim 1, wherein the object is exposed by an
14 operating system executing on a computing system implementing a media
15 processing system.
16

17 12. (Currently Amended) The one or more computer-readable media of
18 ~~A software object according to~~ claim 1, wherein the object is an instance of a
19 segment filter exposed to a media processing system executing on a computer
20 system through a render engine.
21

22 13. (Currently Amended) A storage medium comprising a plurality of
23 executable instructions which, when executed, implement a software ~~interface~~
24 object according to claim 1.
25

1 14. (Currently Amended) A computing system comprising:
2 a storage medium having stored therein a plurality of executable
3 instructions; and
4 an execution unit, coupled to the storage medium, to execute at least a
5 subset of the plurality of executable instructions to implement an interface object
6 according to claim 1.

7
8 15-31 (Canceled).

9
10 32. (Currently Amended) One or more computer-readable media
11 embodying a A software object coupled to a source processing chain in a media
12 processing filter graph comprising:

13 a software object input, coupled to a media source, to receive content from
14 the media source;

15 a dynamically determined plurality of software object outputs, each
16 responsive to the software object input and coupled to a plurality of source
17 processing chain, to provide each of the source processing chains with media
18 content requested from a single instance of the media source in accordance with a
19 user defined media processing project;

20 the source processing chain comprising:

21 a scalable, dynamically reconfigurable matrix switch having a
22 plurality of inputs and a plurality of outputs;

23 at least one matrix switch input being communicatively linked with a
24 first processing chain portion;
25

1 at least one other matrix switch input being communicatively linked
2 with a second processing chain portion;

3 the matrix switch being configured to dynamically couple one or
4 more of the matrix switch inputs to one or more of the matrix switch
5 outputs.

6
7 33. (Currently Amended) ~~The software object coupled to the source~~
8 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
9 the matrix switch is configured to dynamically couple said one or more matrix
10 switch inputs to said one or more matrix switch outputs based, at least in part, on a
11 media time associated with the user defined media processing project.

12
13 34. (Currently Amended) ~~The software object coupled to the source~~
14 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
15 the matrix switch is configured to dynamically couple said one or more matrix
16 switch inputs to said one or more matrix switch outputs based, at least in part, on a
17 project time associated with the user defined media processing project.

18
19 35. (Currently Amended) ~~The software object coupled to the source~~
20 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
21 the matrix switch is configured to dynamically couple said one or more matrix
22 switch inputs to said one or more matrix switch outputs based, at least in part, on
23 content of a matrix switch programming grid.

1 36. (Currently Amended) ~~The software object coupled to the source~~
2 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
3 the matrix switch is configured to dynamically couple said one or more matrix
4 switch inputs to said one or more matrix switch outputs based, at least in part, on a
5 media time associated with the user defined media processing project, a project
6 time associated with the user defined media processing project, and content of a
7 matrix switch programming grid.

8
9 37. (Currently Amended) ~~The software object coupled to the source~~
10 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
11 the software object alleviates each source processing chain from opening an
12 independent instance of the source.

13
14 38. (Currently Amended) ~~The software object coupled to the source~~
15 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
16 the number of software object outputs are dynamically determined by the number
17 of independent processing chains required to process media content from the
18 media source.

19
20 39. (Currently Amended) ~~The software object coupled to the source~~
21 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
22 the object receives requests for media content from one or more of the source
23 processing chains and satisfies said requests.

1 40. (Currently Amended) ~~The software object coupled to the source~~
2 ~~processing chain~~ The one or more computer-readable media of claim 39, wherein
3 the object issues seek commands to the media source to satisfy the request(s) for
4 media content.

5
6 41. (Currently Amended) ~~The software object coupled to the source~~
7 ~~processing chain~~ The one or more computer-readable media of claim 39, wherein
8 the object serializes simultaneous requests for media from the source received
9 from multiple source chains.

10
11 42. (Currently Amended) ~~The software object coupled to the source~~
12 ~~processing chain~~ The one or more computer-readable media of claim 41, wherein
13 the object prioritizes the serialized requests based, at least in part, on a relative
14 project time of each of the requested clips.

15
16 43. (Currently Amended) ~~The software object coupled to the source~~
17 ~~processing chain~~ The one or more computer-readable media of claim 32, wherein
18 the software object is an instance of a segment filter exposed to a media
19 processing system executing on a computer system through a render engine.

20
21 44. (Previously Presented) A storage medium comprising executable
22 instructions which, when executed, implement a system comprising:

23 means for coupling to a media source to receive content from the media
24 source to provide an input;

1 means for dynamically determining a plurality of outputs, each responsive
2 to the input and coupled to a plurality of source processing chains, to provide each
3 of the source processing chains with media content requested from a single
4 instance of the media source in accordance with a user defined media processing
5 project;

6 the source processing chain comprising:

7 a scalable, dynamically reconfigurable matrix switch having a
8 plurality of inputs and a plurality of outputs;

9 at least one matrix switch input being communicatively linked with a
10 first processing chain portion;

11 at least one other matrix switch input being communicatively linked
12 with a second processing chain portion;

13 the matrix switch being configured to dynamically couple one or
14 more of the matrix switch inputs to one or more of the matrix switch
15 outputs.

16
17 45. (Previously Presented) The storage medium of claim 44, wherein the
18 instructions implement a system in which the matrix switch is configured to
19 dynamically couple said one or more matrix switch inputs to said one or more
20 matrix switch outputs based, at least in part, on a media time associated with the
21 user defined media processing project.

22
23 46. (Previously Presented) The storage medium of claim 44, wherein
24 the instructions implement a system in which the matrix switch is configured to
25 dynamically couple said one or more matrix switch inputs to said one or more

1 matrix switch outputs based, at least in part, on a project time associated with the
2 user defined media processing project.

3
4 47. (Previously Presented) The storage medium of claim 44, wherein the
5 instructions implement a system in which the matrix switch is configured to
6 dynamically couple said one or more matrix switch inputs to said one or more
7 matrix switch outputs based, at least in part, on content of a matrix switch
8 programming grid.

9
10 48. (Previously Presented) The storage medium of claim 44, wherein the
11 instructions implement a system in which the matrix switch is configured to
12 dynamically couple said one or more matrix switch inputs to said one or more
13 matrix switch outputs based, at least in part, on a media time associated with the
14 user defined media processing project, a project time associated with the user
15 defined media processing project, and content of a matrix switch programming
16 grid.